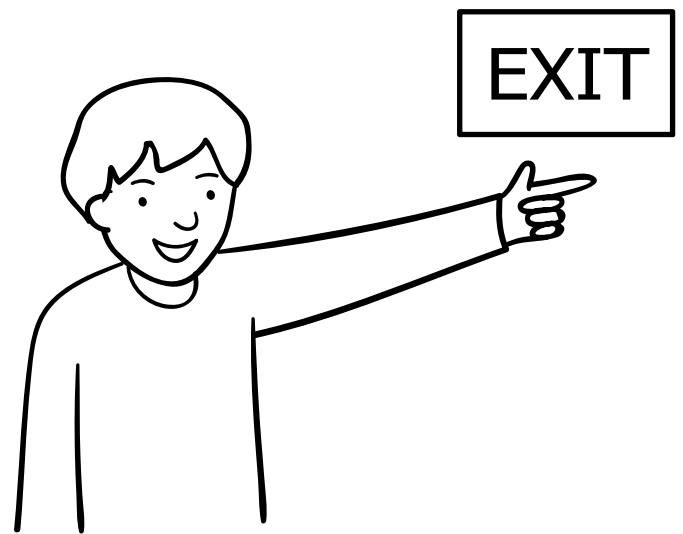


play



point



pull



push